

FIG. 1

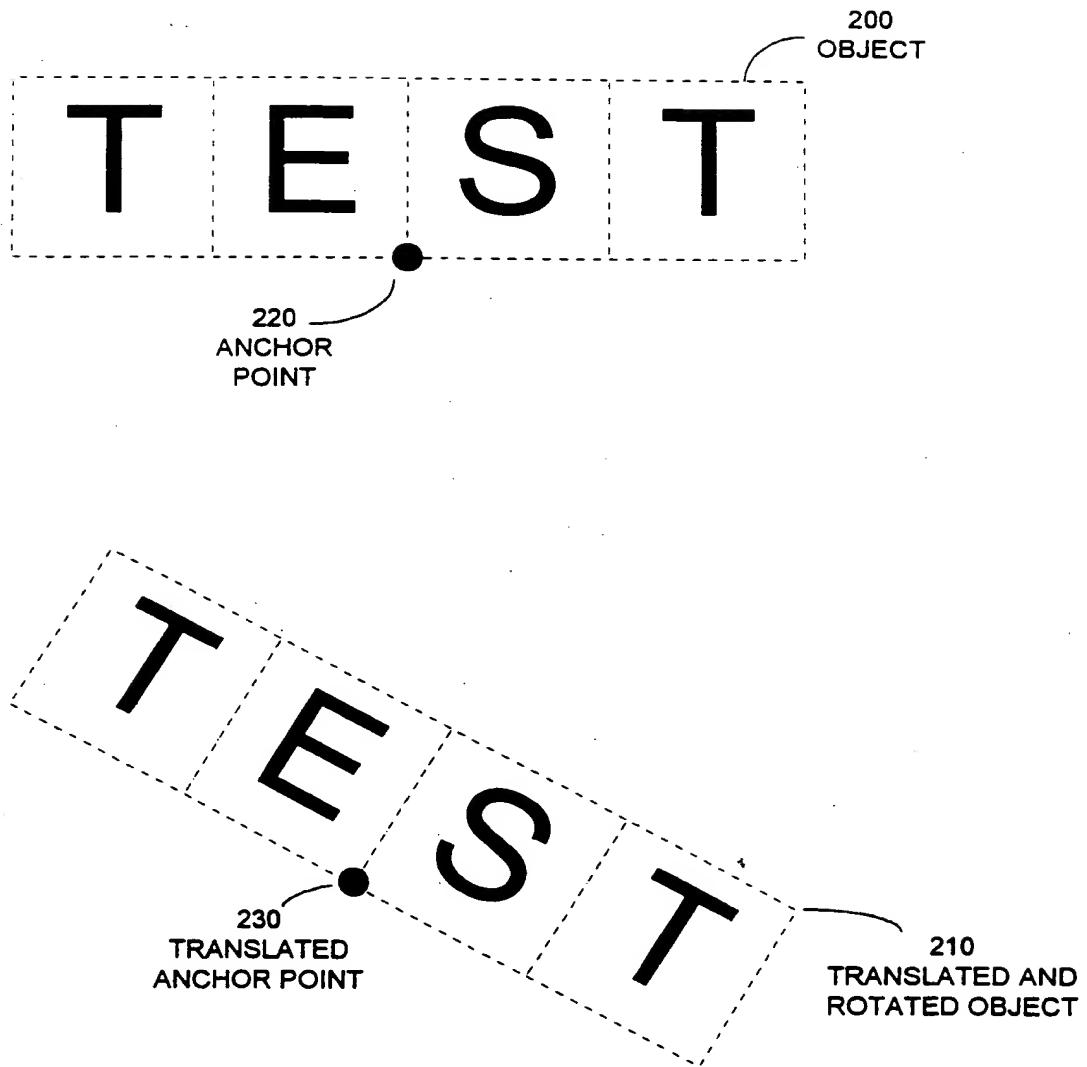


FIG. 2

$$M = M_ANCHOR * M_RESIZE * M_SKEW * M_ROTATE * M_TRANSLATE$$

$$M_ANCHOR = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ XANCHOR & YANCHOR & 1 \end{bmatrix}$$

$$M_RESIZE = \begin{bmatrix} XRESIZE & 0 & 0 \\ 0 & YRESIZE & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$M_SKEW = \begin{bmatrix} 1 & YSKew & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$M_ROTATE = \begin{bmatrix} \cos(\beta) & \sin(\beta) & 0 \\ -\sin(\beta) & \cos(\beta) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$M_TRANSLATE = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ XPOSITION & YPOSITION & 1 \end{bmatrix}$$

FIG. 3

410
DYNAMIC ARRAY OF
ELEMENTS

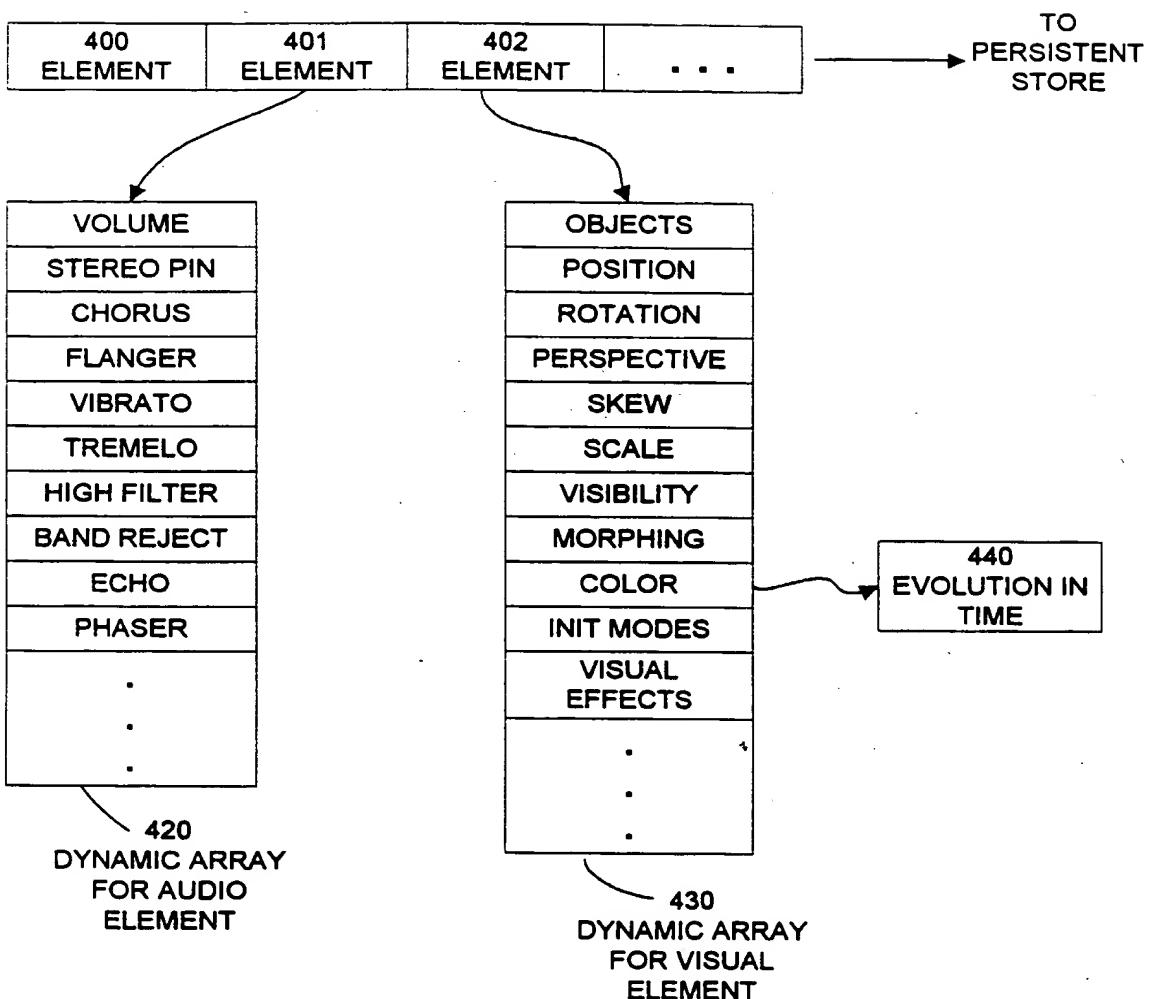
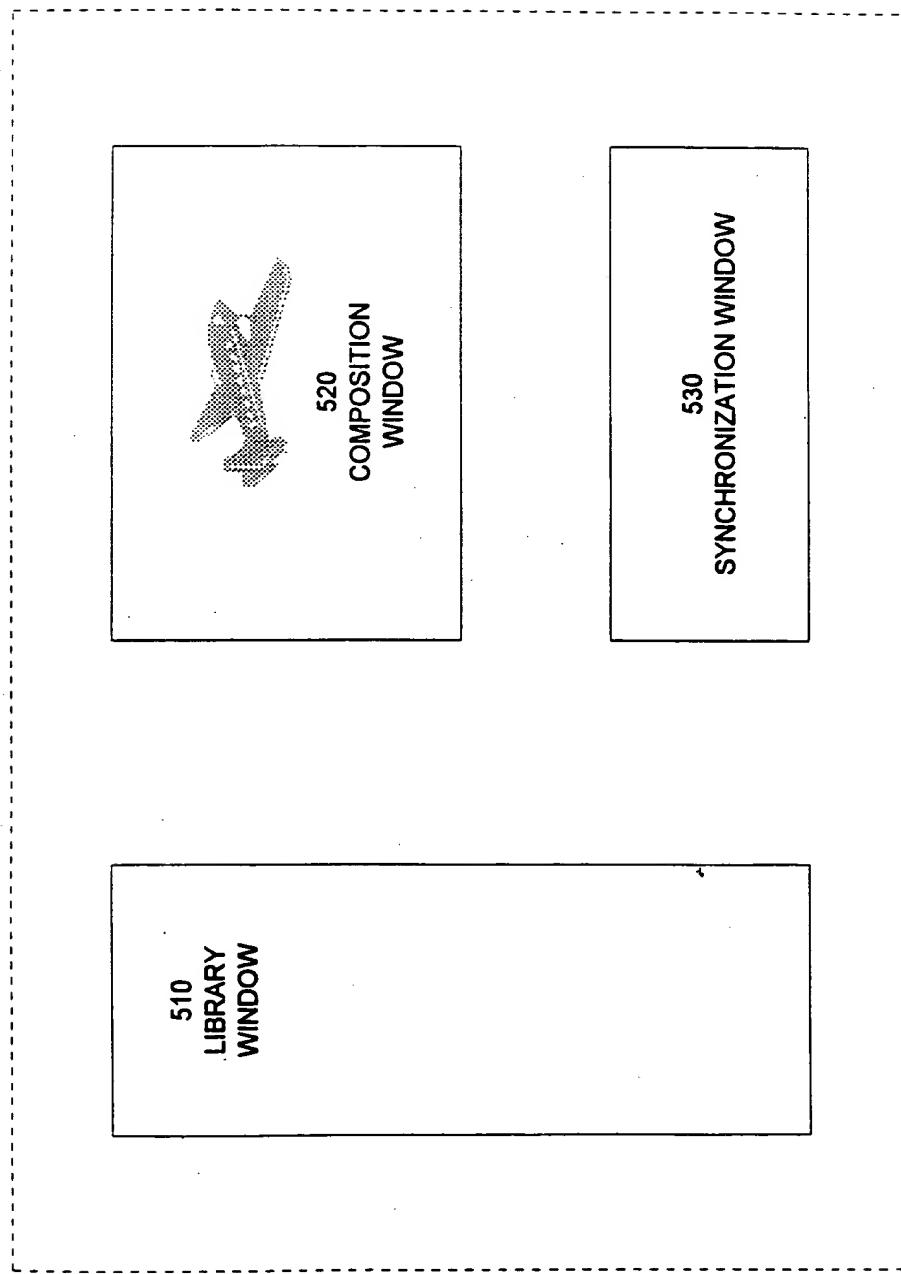


FIG. 4



500
GRAPHICAL USER
INTERFACE DISPLAY

FIG. 5

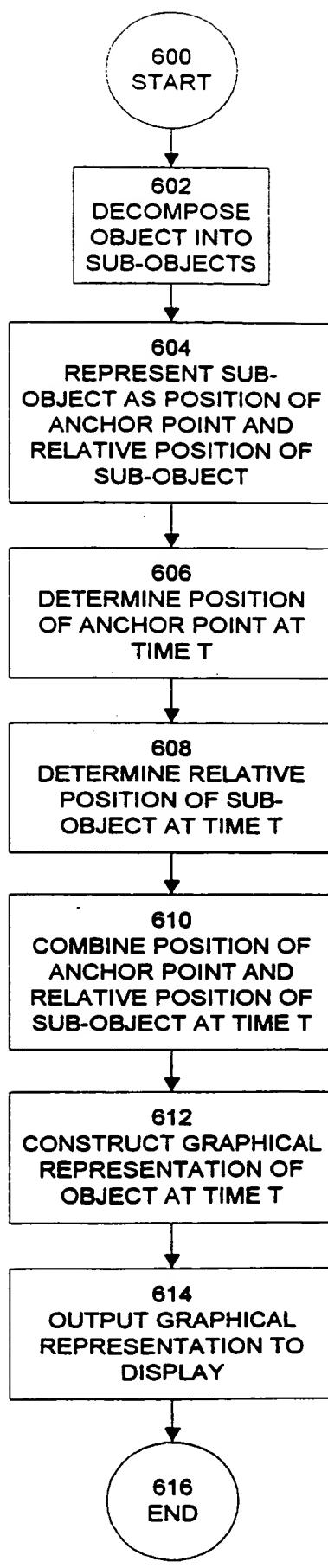


FIG. 6

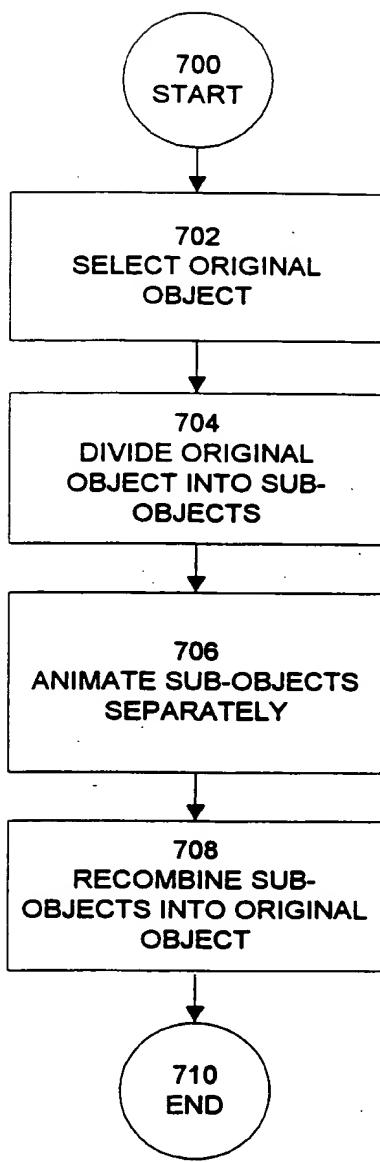


FIG. 7

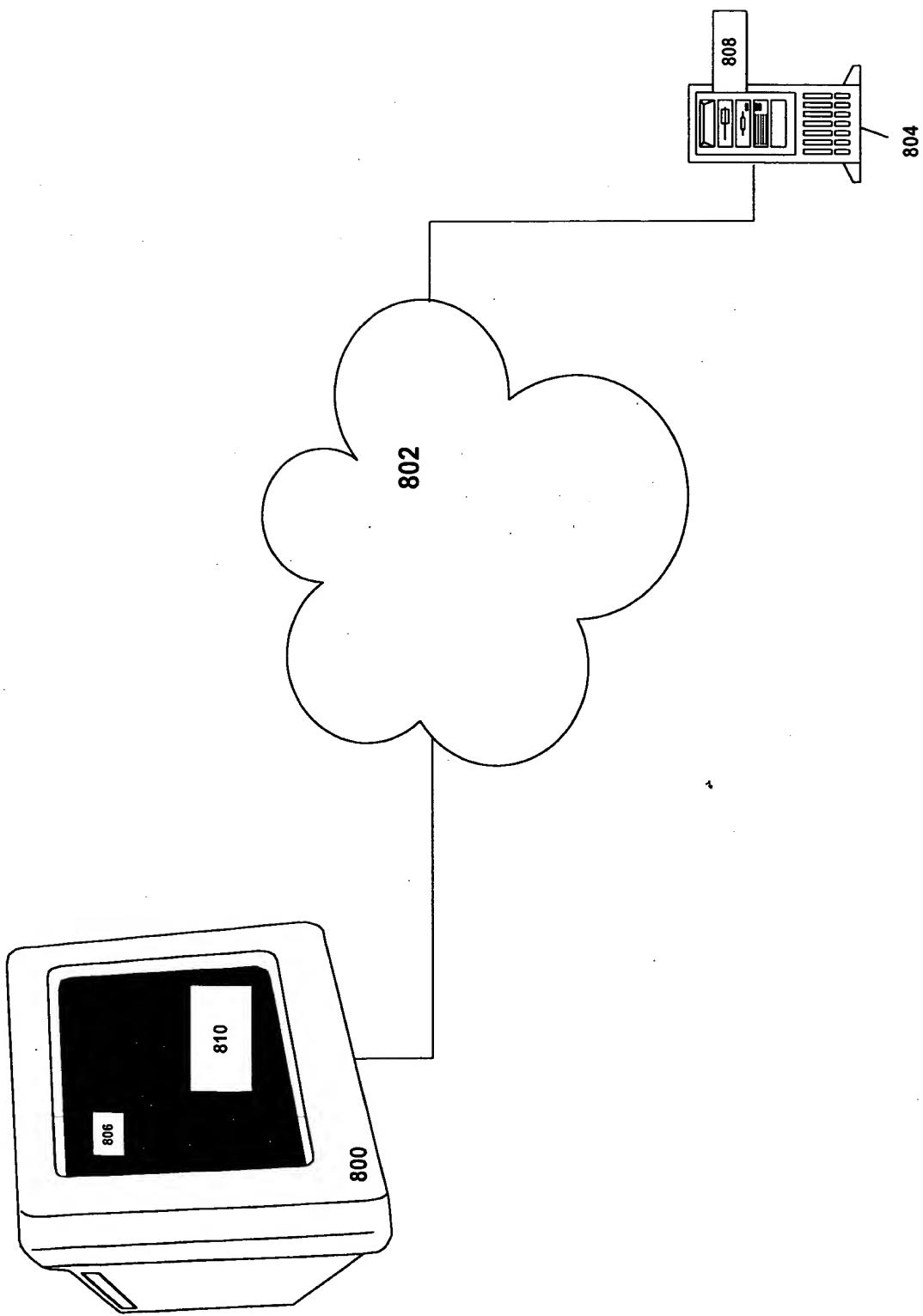


FIGURE 8

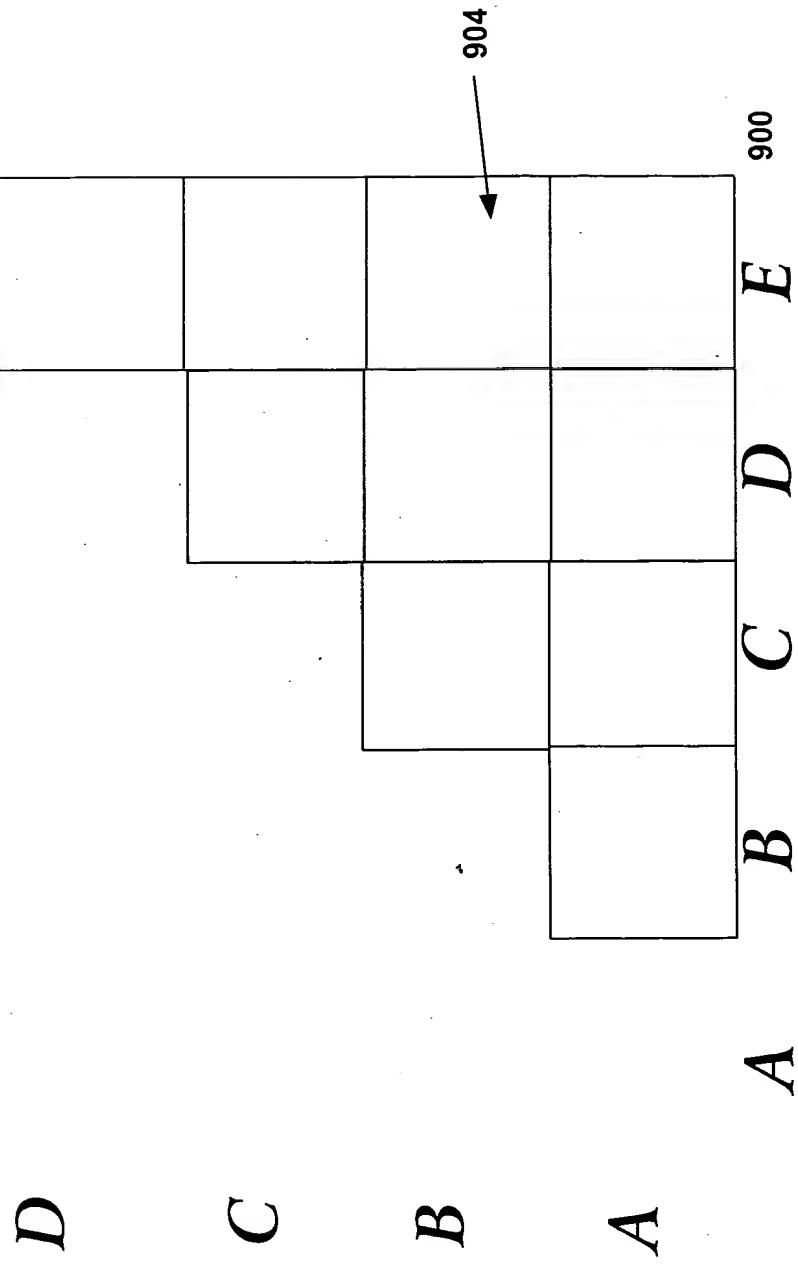
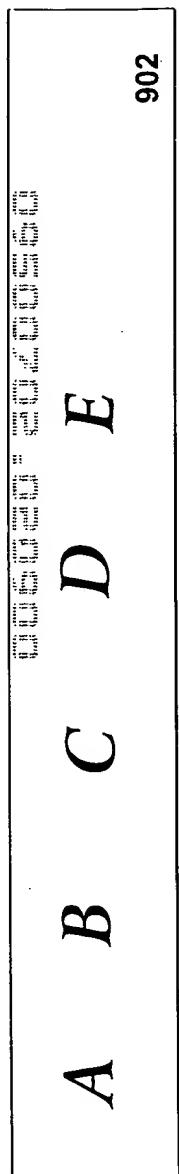


FIGURE 9